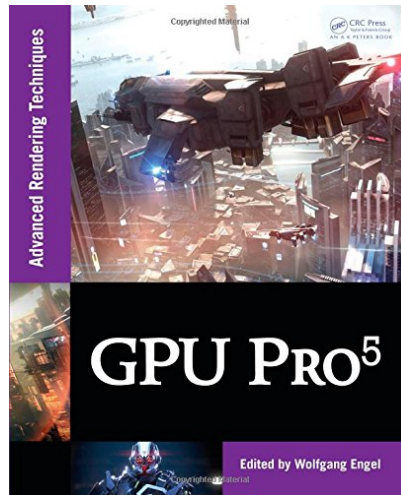# [BEST] GPU Pro 5: Advanced Rendering Techniques PDF

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In **GPU Pro⁵: Advanced Rendering Techniques**, section editors Wolfgang Engel, Christopher Oat, Carsten Dachsbacher, Michal Valient, Wessam Bahnassi, and Marius Bjorge have once again assembled a high-quality collection of cutting-edge techniques for advanced graphics processing unit (GPU) programming.

Divided into six sections, the book covers rendering, lighting, effects in image space, mobile devices, 3D engine design, and compute. It explores rasterization of liquids, ray tracing of art assets that would otherwise be used in a rasterized engine, physically based area lights, volumetric light effects, screen-space grass, the usage of quaternions, and a quadtree implementation on the GPU. It also addresses the latest developments in deferred lighting on mobile devices, OpenCL optimizations for mobile devices, morph targets, and tiled deferred blending methods.

In color throughout, **GPU Pro⁵** is the only book that incorporates contributions from more than 50 experts who cover the latest developments in graphics programming for games and movies. It presents ready-to-use ideas and procedures that can help solve many of your daily graphics programming challenges. Example programs with source code are provided on the book's CRC Press web page.

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